

# 1<sup>st</sup> & 2<sup>nd</sup> BYLAWS (MAJOR)

## GENERAL RULES

- Official baseball rules apply except where superseded by Utah High School baseball rules or Farmington City bylaws.
- Players must wear the team issued hat and shirt when playing a game. Any alteration or addition to the uniform requires permission from Farmington City. Jackets may be worn over the uniform during cold weather. Metal cleats are allowed.
- Dugout selection will be determined as follows: home team will take 3<sup>rd</sup> base dugout.
- All equipment and players must be in the dugout at all times except for the batter, the on-deck batter and the coaches.
- Any unsportsmanlike conduct, including throwing equipment, may result in the player or coach being thrown out of the game without warning.
- **Each team must clean out their dugout before leaving the area after the game.** It is strongly recommended that coaches make sure the dugout is cleaned up before handing out treats.
- Any violation of 1<sup>st</sup> & 2<sup>nd</sup> Grade Bylaws could result in disciplinary action as determined by the Farmington City.

## GAME RULES

- Regulation games will consist of five innings or a time limit, last inning shall be declared AFTER one hour. Innings will have a five run rule (5 runs maximum shall be recorded per inning) or three outs, whichever is first.
- The last inning (which will be declared as the first new inning started *after one hour* of play by both coaches) will have ten runs with three outs. The home team, if behind, will be allowed to bat regardless of time limit. Game may be suspended due to darkness and rescheduled for completion.
- Failure to field seven players within 15 minutes of a scheduled starting time will result in forfeit of the game. Score will be recorded as 9-0. **A team may finish the game with a minimum of seven players and there will not be an automatic out whenever the eighth and ninth player is due to bat.**
- Players that arrive to the game after their first scheduled at-bat will be added to the bottom of the lineup. They cannot be inserted into the batting order at any other position besides last.
- Players from lower leagues may play up in order to avoid a forfeit. They must wear their lower league uniform and both coaches must be notified of these players.
- Before each game, both teams will provide the other team with a copy of their line-up. Each player will be listed in the batting lineup. This will include last names and uniform number. Home team is responsible for reporting score to umpire/site supervisor or email Farmington City with the score.
- Pitching machine will be placed 40 feet from front of home plate to center of pitching wheel. Machine speed will be set at 40 mph.
- In case of rainouts, the game will be rescheduled by Farmington City and coaches will be notified as soon as possible. Saturdays.

- Games shortened by the elements will be considered complete if at least 2 1/2 innings have been completed if the home team is winning, 3 complete innings if the visitors are winning. If the last inning has been declared, the game will be suspended and the final inning will be played at some future date. Any game suspended will be finished from the exact point where the game was suspended including base runners, lineups, number of outs, pitch count, etc.

## **BATTING**

- There are six pitches to a batter. There is not a 3-strike rule.
- A batter is not out on a foul ball nor a foul tip if it is the 6<sup>th</sup> pitch. The batter will continue to bat until (a) he swings and misses, (b) fails to swing, or (c) a ball is hit into fair territory.
- The ball must be hit out of the dirt surrounding home plate to be considered a fair ball.
- If a batted ball first hits any part of the pitching machine, or cord prior to being touched by a fielder, it is then considered a live ball. If a ball directly hits the Umpire it is considered part of the machine.
- If a batted ball hits the machine or cord and goes directly foul without touching a fielder, the ball is dead, the batter is awarded first base, and all runners advance one base.

## **DEFENSE**

- There are 10 defensive players in the field with the 10<sup>th</sup> player in a roving outfielder position only. You must have a pitcher and a catcher. Catcher may stand to the side of the catcher's box when the ball is pitched, then field the position defensively. If you play with ten players the four outfield (3 outfielders if only nine players) must be positioned 15 feet behind the baselines when the ball is pitched.
- Any player serving as a catcher or to warm up the pitching machine must wear a mask and helmet.
- The player in the pitching position is to be within 5 feet of the machine when the ball is pitched.
- Each player must play a minimum of two innings defensively. No player will sit the bench for two consecutive innings unless injured or unwilling to play.
- Two coaches are allowed on the field when their team is on defense.

## **BASE RUNNING**

- Runners must keep their helmet on until back in the dugout.
- Runners are not permitted to steal nor lead off the base and shall remain in contact with the base until the ball is hit. If a runner leaves too soon, he can be called out.
- No infield fly rule.
- Play is considered dead when a defensive player has control of the ball on any base. (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, Home, Pitchers mound) If there is an over throw at any base, runner can only advance one base. Advancing runners may continue if at least halfway to the base.

## **Covid**

Due to Covid-19 only one catcher per inning – once the team leaves the field catcher's gear must be wiped down and left to air dry until next inning (Coaches can have parents wipe it down)

Players can share batting helmet and bats – but should be wiped down in between uses.

